

Nintendo ENTERTAINMENT SYSTEM

EmuMovies

SOFEL™

SOFEL Corp.
17509 S. Adeline Lane
Carson, California 90746
Phone: (310) 768-2758

Printed in Japan



Nintendo ENTERTAINMENT SYSTEM



Nintendo ENTERTAINMENT SYSTEM

SO FEL™



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

This game is licensed by Nintendo® for play on the



NINTENDO AND NINTENDO ENTERTAINMENT SYSTEM ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA, INC.

P R E C A U T I O N S

- * Always make sure the NES has been switched off before inserting or removing your game pak.
- * Do not abuse the Game Pak by dropping, hitting, or opening it.
- * Game Pak should not be subjected to extreme temperatures or shock. Store at room temperature.
- * Never touch the terminal pins or any of the electrical circuitry, and avoid getting them wet.
- * Cleaning the Game Pak with thinner, solvent, benzene, alcohol or other similar cleaning agents may be damaging.

Nintendo ENTERTAINMENT SYSTEM

WARNING

Do not use with Front or Rear Screen Projection TV.

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither SQUEL Corp. nor Nintendo of America Inc. will be liable for any damage. This situation is not caused by a defect in the NES or this game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

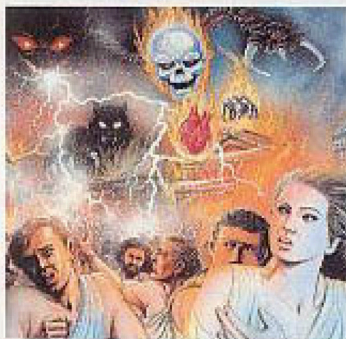
Read Before Using Your NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

CONTENTS

2	STORY
4	GAME OPERATION
5	GAME SCREEN
6	HOW TO PLAY
7	YOUR CHARACTER
11	STAGES
13	ITEMS
14	ENEMIES

STORY DRAGON FIGHTER



Eons before, when the elders were still children, the fabled land of Baljing was home to a cheerful and trusting race. The Baljing people were generous and looked after each other throughout their lives. Everyone prospered, and hunger and homelessness were unknown. The great Dragon Spirit that protected and nurtured this land was so pleased with this enlightened attitude that it presented them with a splendid dragon statue for their town square. The word of the wondrous statue, and rumors of its magical properties, spread to other kingdoms; and its fame soon established it as the very symbol of Baljing.

Now to the north of Baljing, high atop Mount Gio, there lived an envious and malicious warlock named Zabbeong.

Nintendo ENTERTAINMENT SYSTEM

And it came to pass that Zabbaong was jealous of the thriving community, since he governed only the monsters and worthless wretches who inhabited Mount Gia and its surrounding area. Nothing but evil reigned in Zabbaong's domain.

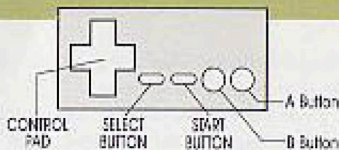
Spurred on by his jealous hatred and malevolent passion, Zabbaong and his monstrous armies attacked Baljing and set the city ablaze. Many lives were lost and the land was left in ruin. All hope was gone, and despair settled upon the inhabitants of Baljing. Enraged by Zabbaong's attack, the Dragon Spirit filled the skies with dark and foreboding storm clouds.

Through the thick, black clouds, the Dragon Spirit sent a gigantic lightning

bolt to strike the legendary statue in the town square. Wondrously, the statue was transformed into a great warrior who began to strike back at Zabbaong's murderous hordes. In response, the warlock's armies retreated fearfully back to Mt. Gia with the warrior in hot pursuit, determined to vanquish all its evil forces. YOU are that valiant warrior, and your mission is to defeat Zabbaong's sinister crew, stop his reign of terror, and return Baljing to the protection of the great Dragon Spirit.



GAME OPERATION



A BUTTON

Press the A button to make the fighter jump.



B BUTTON

Press the B button to swing your powerful sword and attack the enemy. Hold the B button until the fighter flashes. Then release B to shoot a bomb.



START BUTTON

Pauses the game. Press START again to resume the game.

SELECT BUTTON

Has no effect or use in the game.

CONTROL PAD

Moves character in a given direction.

Your "metamorphic" power increases each time you defeat an enemy.



While a dragon, you can shoot a spread of fireballs!

GAME SCREEN

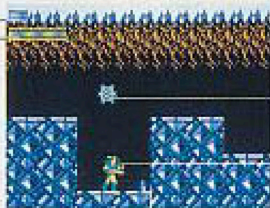
This is a "scroll right" action game. Make your way through the enemies and obstacles to the guardian or stage boss at the right end of the stage. There are two meters to indicate your status.

POWER/LIFE METER

The Power/Life meter shows your health and life force. Damage is shown by a decrease on this meter. When the meter drops to Zero, you will lose one life.

METAMORPH METER

This meter indicates your ability to CHANGE INTO A FLYING DRAGON! As you defeat enemies, you will increase the level on this meter. When the level is active half, press UP and A to change into a dragon.



ENEMIES

YOUR CHARACTER

ITEMS

Some enemies will give up special items when you defeat them. These items will come in handy during your perilous journey.

How TO PLAY

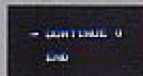
There are six stages filled with enemies and obstacles. The exit to each stage is guarded by a powerful guardian or boss. Defeat each boss to fill and increase the size of your Power/Life meter, and advance to the next stage.



Press START at the title screen.

CONTINUE

Due to the magic lightning, the Dragon Fighter has three lives! After you lose a life, you may continue from the beginning of the stage in which you lost the life. You will have three CONTINUES.

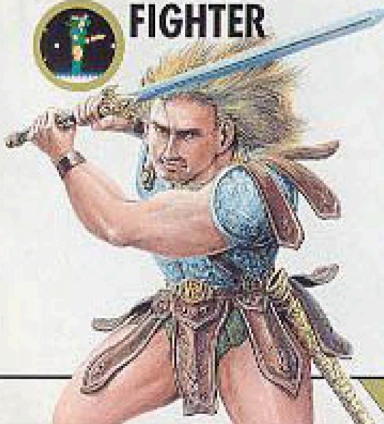


When the Power/Life meter drops to Zero, you are defeated and lose a life.

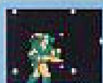
YOUR CHARACTER



FIGHTER

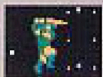


As the fighter you are a powerful gladiator embodied with the essence of the Dragon Spirit. You may obtain three special powers which are derived from the natural elements. In your normal state, you can run, jump, and attack.



RUN

Press the control pad left or right to move in that direction. Press DOWN to squat.



JUMP

Press A to jump. (You can attack as you jump.)



ATTACK

Press the B button to swing your sword. (You can attack while squatting.)

YOUR CHARACTER

FIGHTER POWER UP

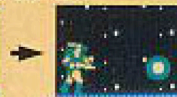
If you obtain a G (Green), R (Red), or B (Blue) icon, you will receive one of the fighter's three special powers (as indicated by the given icon.)

HOW TO SHOOT BOMBS

Hold B down until the fighter flashes. While flashing, release B to shoot the bomb.

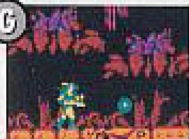


Hold B to make the fighter flash.



Release B to throw a bomb at an enemy.

G



Get the G icon to throw bombs faster.

R



This icon will let you throw three bombs at once.

B



The B icon will cause your bomb to seek out the enemy (oming bomb).

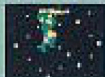


DRAGON

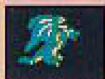


The dragon is the fighter's "alter-ego." When you change into the dragon, you can fly and shoot a spread of fireballs with your "flame breath." Like the fighter, the dragon can obtain three special powers.

METAMORPHOSIS: HOW TO CHANGE INTO THE DRAGON



When the metamorph meter is more than half, press A and UP to change from a fighter into a fierce dragon.



FLY

Move the dragon with the control pad. As the dragon, you can fly backward (LEFT), but cannot turn around.



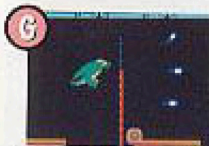
ATTACK

Press B to breathe out a spread of fireballs!

YOUR CHARACTER

DRAGON POWER UP

Like the fighter, if the dragon obtains the G, R, or B icon, it will automatically be enhanced with certain powers.



Grab the G icon to increase the angle of the fireball spread.



Drops a fireball on the ground and sets it aflame, consuming enemies.



The B icon will turn the fireball into homing fireballs which seek out the enemy.

STAGES

There are six very different and very dangerous stages that represent Mount Gia and the surrounding area.

Each is filled with monstrous inhabitants who have orders to stop the courageous Dragon Fighter. Defeat the enemies and the guardians that preside over each stage to engage Zabbaong in a final battle.

STAGE 1

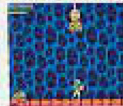
Stage 1 is the area of snow covered ground at the foot of Mount Gia. It is protected by the dwellers of the lower regions known as the "dark wolves." Though they are fairly bright in color, these vicious were-creeps have very dark souls. Zabbaong has placed the ferocious Wolf Lord in charge of this area.



Wolf Lord in charge of this area.

STAGE 2

This is the Cave of No Return: a giant cavity of danger set deep within the mountain and infested with monstrous poisonous centipedes that have been mutated by the strange grass which grows in abundance within the cave. The exit to this dark underground dwelling is guarded



by the Giant Centipede which is responsible for the cave's name.

STAGE 3

The exit of the cave leads to this treacherous area filled with perilous waterfalls and many creatures of the deep. Movement will be difficult due to the tricky currents of water that wind their way throughout this stage.

However, they do not compare to the danger of the five-headed water serpent known as the Hydro-Hydra, which is stationed at the exit.

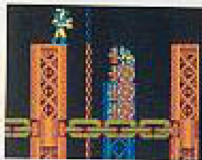


STAGES

STAGE

4

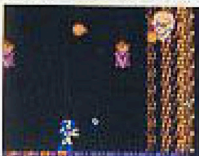
This stage is Zabbong's laboratory and factory where he invents devices and creatures of metal. This is one of Zabbong's favorite areas since these uncomplaining robot minions are programmed to follow orders without fail and their tough, steel bodies make them especially formidable. Guarding the exit at the end of this stage is the near-invincible Resol Generator.



STAGE

5

Leaving the science of Zabbong's laboratory, you now enter the Living Graveyard. Dark, mysterious, and downright spooky, it is home to all sorts of creatures from the Realm of the Undead. These denizens of the dark are Zabbong's army of zombie-skeletons who know only that they "live" to destroy the Dragon Fighter. This domain is under the supervision of the Dispersoral Corporal. Par-ghost and part-skeleton, this disjointed haunt can only be defeated by going to the heart of the matter.



STAGE

6

This last stage is the area that surrounds the top of Mount Glia. Here the air is thin and populated by a throng of ferocious flying creatures. You will only be able to negotiate this stage as a dragon, which you automatically become upon entering. Hence, this stage also becomes a test of shooting and flying ability. But the real test will come at the end where you will meet... Zabbong himself!



ITEMS

When you defeat them, some enemies will provide you with items



Power Pearl

Increases the Power/Life meter by 2.



Power Pot

Increases the Power/Life meter by 8.



Ring of Wrath

Destroys all enemies on screen.



Dragonweed

A mysterious flower shaped like a dragon's head. Increases Metamorph meter by 8.



GREEN

Changes you to green fighter or dragon with G power.



RED

Changes you to red fighter or dragon with R power.



BLUE

Changes you to blue fighter or dragon with B power.



STAFF OF STRENGTH

Obtain this item when you defeat a stage guardian or boss. It will increase the size of your Power/Life meter and fill it.

ENEMIES

This journey is fraught with danger and daring. There is a myriad of monsters lying in wait, ever ready to attack and put an early end to your quest.



WOLF LORD



His powerful legs enable him to jump very high. He is most vulnerable to attack when he lands to generate more wolves.



GIANT CENTIPEDE

Though it is able to fly, it seems that it's most deadly when it burrows out of sight to come up for a sneak attack.



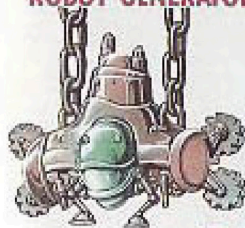
HYDRO-HYDRA



While four of its heads can shoot fireballs, you must destroy the Head to defeat this monster.



ROBOT GENERATOR



This durable apparatus creates the robots that populate this stage, especially near the exit. Its thick metal casing makes it a tough enemy indeed.



The DISCORPOREAL SKELETON



Bits and pieces of Undead bone held together by a ghostly spirit, this enemy's weakness is in its only muscle...the heart that beats, surrounded by a shield of ribs.



No one knows what the wicked werlock looks like, because no one who has ventured there ever lived to tell the tale. At this point, you are on your own. Good luck and may the Dragon Spirit guide you.

ZABBAONG



COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- *Reorient the receiving antenna
 - *Relocate the NES with respect to the receiver
 - *Move the NES away from the receiver
 - *Plug the NES into a different outlet so that computer and receiver are on different circuits.
- If necessary, the user should consult the dealer or an experienced radio/television technician for

additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: *How to Identify and Resolve Radio-TV Interference Problems*. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-002-5-4.

LIMITED WARRANTY

SOFEL Corporation warrants to the original purchaser of this SOFEL software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This SOFEL software program is sold "as is," without express or implied warranty of any kind, and SOFEL is not liable for any losses or damages of any kind resulting from use of this program. SOFEL agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any SOFEL software product, postage paid, with proof of purchase, at its Factory Service Center.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the SOFEL software product has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE SOFEL. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT

WILL SOFEL BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS SOFEL SOFTWARE PRODUCT. Some states do not allow limitations as to how long an implied warranty last and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

SOFEL Corporation • 17825 S. Ardmore Lane • Canyon, California 92581
Phone: (714) 780-0788
©1991 SOFEL